Section 12.1 Rectangular coordinates in 3-space; spheres; cylindrical surfaces

12.1₁

Learning outcomes

After completing this section, you will inshaAllah be able to

- 1. understand basic facts about 3-dimensional coordinates system
- 2. recognize and sketch spheres from the equation
- 3. know what is meant by a cylindrical surface
- 4. learn how to graph cylindrical surfaces

Generalization of 2-dimensional system See explanation for the following in class

Coordinate Axes

Three mutually perpendicular coordinate lines X-axis, Y-axis, Z-axis (intersecting at origin).

• Coordinate Planes

Three planes determined by coordinate axes XY-plane, XZ-plane, YZ-plane

• Octants

Coordinate planes divide 3-space into 8 parts called octants

Coordinates

- Any point is determined through an ordered triple (a, b, c)
- *P* has coordinates (*a*, *b*, *c*) means

To locate P, we start from the origin, move a -units along X-axis, then b-units parallel to Y-axis and then c-units parallel to Z-axis.

Basic formulas in 3-dimensional coordinate system

Straightforward extension of similar formulas in 2-dimensions

Distance Formula The distance between points $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$ is $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

Exercise 12.1.1 Find the distance between $P_1(2,-1,7)$ and $P_2(1,-3,5)$.

Answer: 3



Simple graphs in 3-space

Spheres



12.14

Simple graphs in 3-space (contd)

Cylindrical surfaces

Let's look at an example first.

Example 12.1.5 Graph $x^2 + y^2 = 1$ in \mathbb{R}^2 and \mathbb{R}^3

Solution

- in \mathbb{R}^2
- a circle of radius '1' centered at origin
- in \mathbb{R}^3
- *z* can take any value
- for every value of z we have a circle of radius '1' centered at Z-axis
- we have infinitely many copies of circles sitting over each other







Graph $z = x^2$ in 3-dimensional space.

Solution

Done in class

End of Section 12.1

Do Qs. 5-34